

CLAIMS

What is claimed is:

1. A method of generating a sound transition between a first audio work and a second audio work, wherein said first audio work is ending and said second audio work is beginning, and wherein is provided a plurality of audio speakers arrayed in a spaced-apart configuration, comprising:
 - a. selecting a first transition pattern for said first audio work;
 - b. selecting a second transition pattern for said second audio work, said transition patterns for said first and second audio work providing an audio transition between said first audio work and said second audio work, wherein
 - (a1) each of said first and second audio works is played through said audio speakers according to said first and second transition patterns, thereby creating an impression of movement of said first and second audio works in a listener;
 - c. playing said first audio work through said plurality of audio speakers according to said first transition pattern until said first audio work is no longer audible;
 - d. playing said second audio work through said plurality of audio speakers according to said second transition pattern until said first audio work is no longer audible and thereafter continuing to play said second audio work through said plurality of audio speakers according to the desires of the user.

2. A method according to Claim 1, wherein the steps of selecting said first and said second transition patterns is accomplished by selecting a master transition pattern which includes both said first and said second transition patterns therein.
3. A method according to Claim 1, wherein said first transition pattern is selected from a group consisting of:
 - (a1) a front-to-back transition pattern,
 - (a2) a left side to right side transition pattern, or,
 - (a3) a circling transition pattern.
4. A method according to Claim 1, further comprising the steps of:
 - e. forming a graphical representation of said first transition pattern and said second transition pattern, wherein said graphical representation reflects at least approximately said impression of movement of said first and second audio works within said speakers; and,
 - f. displaying on a computer display device said graphical representation of said first transition pattern and said second transition pattern during the playing of said first and second audio works.
5. A method according to Claim 1, further comprising the steps of:
 - e. forming a graphical representation of said first transition pattern, said graphical representation having at least indicia thereon representing each of said audio speakers;

- f. displaying on a computer display device said graphical representation of said first transition pattern during the playing of said first audio work.
- 6. A method according to Claim 5, wherein said indicia of said audio speakers are at least approximately spaced apart on said computer display device proportionally to an actual spacing of said audio speakers.
- 7. A method according to Claim 5, wherein step (f) comprises the step of displaying on a computer display device said graphical representation of said first transition pattern during the playing of said first audio work, wherein said display operates at least approximately in real-time and wherein said displayed graphical representation is continuously updated to reflect the operation of said first transition pattern.
- 8. A method according to Claim 1, further comprising the steps of:
 - e. forming a graphical representation of said second transition pattern, said graphical representation having at least indicia thereon representing each of said audio speakers;
 - f. displaying on a computer display device said graphical representation of first transition and said second transition pattern during the playing of at least a portion of said second audio work.

9. A method according to Claim 1, wherein at least a portion of said first transition pattern is provided by a user.
10. A method according to Claim 1, wherein at least a portion of said second transition pattern is provided by a user.
11. A method of transitioning between a first audio work and a second audio work, wherein said first audio work is ending and said second audio work is beginning, and wherein is provided a plurality of audio speakers arrayed in a spaced-apart configuration, comprising:
 - a. selecting a first transition pattern for use with said first audio work, said first transition pattern providing an audible impression of movement of said first audio work when said first audio work is played according to said first transition pattern though said plurality of audio speakers;
 - b. selecting a second transition pattern for use with said second audio work, said second transition pattern providing an audible impression of movement of said second audio work when said second audio work is played according to said second transition pattern though said plurality of audio speakers, said second transition pattern being selected to be complementary to said first transition pattern;
 - c. playing said first audio work through said plurality of audio speakers according to said first transition pattern until said first audio work is no longer audible;

- d. playing said second audio work through said plurality of audio speakers according to said second transition pattern until said first audio work is no longer audible and thereafter continuing to play said second audio work through said plurality of audio speakers according to the desires of the user.
12. A method according to Claim 11, wherein the steps of selecting said first and said second transition patterns is accomplished by selecting a master transition pattern which includes both said first and said second transition patterns therein.
13. A method according to Claim 11, wherein said first transition pattern is selected from a group consisting of:
- (a1) a front-to-back transition pattern,
 - (a2) a left side to right side transition pattern, or,
 - (a3) a circling transition pattern.
14. A method according to Claim 11, further comprising the steps of:
- e. forming a graphical representation of said first transition pattern, wherein said graphical representation reflects at least approximately said impression of movement of said first audio work within said speakers; and,
 - f. displaying on a computer display device said graphical representation of said first transition pattern during the playing of said first audio work.

15. A method according to Claim 11, further comprising the steps of:
 - e. forming a graphical representation of said second transition pattern, wherein said graphical representation reflects at least approximately said impression of movement of said second audio work within said speakers; and,
 - f. displaying on a computer display device said graphical representation of said second transition pattern during the playing of said second audio work.
16. A method according to Claim 11, further comprising the steps of:
 - e. forming a graphical representation of said first transition pattern, said graphical representation having at least indicia thereon representing each of said audio speakers;
 - f. displaying on a computer display device said graphical representation of said first transition pattern during the playing of said first audio work.
17. A method according to Claim 16, wherein said indicia of said audio speakers are at least approximately spaced apart on said computer display device proportionally to an actual spacing of said audio speakers.
18. A method according to Claim 14, wherein step (f) comprises the step of displaying on a computer display device said graphical representation of said first transition pattern during the playing of said first audio work, wherein said display occurs at least

approximately in real-time and wherein said displayed graphical representation is continuously updated to reflect the operation of said first transition pattern.

19. A method according to Claim 11, wherein at least a portion of said first transition pattern is provided by a user.
20. A method according to Claim 11, wherein at least a portion of said second transition pattern is provided by a user.